



# Eldritch Fauna

Researched & Published by  
the Reverend Alfred Purefoy

# Eldritch Fauna

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**Eldritch Fauna** is a resource designed for any Keeper who wants to add some (unpleasant) flavour to the remote, shunned and generally noisome parts of the world that the party will end up in. The intended setting is **Darkisle**, DRAKAT Games' fictional British island, but the animals described in this book will work in most temperate climates. Obviously, the resource is written with *Call of Cthulhu* in mind, with the premise being that the eldritch horrors that stalk the world may have left their mark on the wildlife in certain dark corners. However, you could maybe find a use for these creatures in a fantasy setting, or even on an alien planet.

*Eldritch Fauna* takes the form of a pamphlet written shortly after the Great War by the keen amateur natural historian Reverend Alfred Purefoy. The good Reverend made several trips to Darkisle, following in the footsteps of his hero, the pioneering naturalist Dr Edward Palmer, who disappeared while on one of his surveys of the island during the Nineteenth Century. Prior to 1<sup>st</sup> November 1923 the party may bump into Alfred during one of his forays to Darkisle: on that date, however, he too disappears, never to be seen again. It doesn't pay to show too much interest in certain places....

There are no game stats or references to Darkisle in the animal descriptions, allowing you to give them out as a resource no matter what the setting. Instead, a separate '*Notes for the Keeper/GM*' section at the end of the resource gives some ideas of how you may want to use these animals in an RPG context, including *Call of Cthulhu* stats.

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## Cold Worm (*Vipera berus hyperboreanis*)

### History & nomenclature

The Cold Worm appears to be native to the region, and references may be found in the earliest of oral and written histories of the area to a "*cald wyrm*". The earliest attempts at scientific classification placed it (correctly) in the adder family. More



recently, analysis of the specimen returned by Dr Edward Palmer led to a re-classification as a new sub-species, *V. berus hyperboreanis*. The common name of Cold Worm is apt: it is the only breed of adder found at such latitudes that remains active throughout the winter.

### Description

The Cold Worm is a variety of adder that is well adapted to life in cooler climes. It is relatively broad of girth and typically attains a length of a yard, about a foot longer than *V. berus*. Younger Cold Worms are a pale yellow, with the upper body mottled with black colouration. When fully mature the upper body of the snake darkens to a tan colour, though the underside remains pale yellow. The head is a typically adder-like arrowhead shape. The bite is unusually venomous.

### Habitat

Cold Worms can be found across the region, requiring simply some form of plant cover, a sheltered place to nest and a supply of rodents, fledgling birds or amphibians. The snake's lair may be within a hollow log or under an overhanging rock, but they prefer to occupy vacant animal burrows. The Cold Worm avoids swimming, but can be found along riverbanks or in marshy areas. In winter the creatures retreat to warmer places such as deeper burrows or in quiet crannies of farm outhouses.

### Notes

The Cold Worm's venom is potent for an adder, and while the snake is not unduly aggressive it should be treated with great care. While it becomes notably less active in the winter, the Cold Worm is known to emerge from its winter lair to hunt on occasion, and is sometimes seen even on snowy ground. They are normally solitary, but in winter groups of a dozen or so will form a colony, spending much of their time intertwined, presumably for warmth. Chancing upon such a colony can be dangerous: when woken from their torpid state the snakes become aggressive, and while the bite of a single Cold Worm is rarely fatal, the combined injuries from an attacking colony have in the past led to human deaths.

Worthy of mention is a rare swarming phenomenon attested to in local folklore. It is alleged that large numbers of Cold Worms will travel from some distance to converge at a single place, this swarming being accompanied by extremely aggressive behaviour. No explanation can be offered as to why such behaviour should occur, though the superstitious hold that the snakes are guided by some malignant supernatural force.



## Drage Eel (*Anguilla palini*)

### History & nomenclature

References to the Drage Eel are to be found in the earliest of records from the area, with the breed known to the wider world from the occasional marine example. The derivation of the common name is unclear: some say it refers to the fish's bottom-dwelling habit, any net needing to 'dredge' the river bed to catch it. As a notably inedible fish, this is unlikely. It is more probably a corruption of 'dread', as the coming of this creature to a stream devastates populations of edible fish and renders the water putrid for some time thereafter.



### Description

The Drage Eel is a snake-like fish that moves through the water in a sinuous manner. After hatching, the immature Drage is a silvery colour: on maturity it darkens to dull grey, with black mottling. The Drage is notably larger than the similar European Eel: lengths of over a yard are common, and occasionally the species may exceed two yards. The Drage has powerful jaws equipped with small, razor sharp teeth. Normally a solitary scavenger or predator of small fish, in the latter stage of its life the species hunts voraciously *en masse*.

The most remarkable aspect of this fish is its appearance prior to spawning, when the Drage Eel would appear to quite literally rot to death from the outside in.

### Habitat

In its freshwater phases the Drage Eel is confined exclusively to the region, none being recorded in any other river systems. During its marine phase, examples have been caught in offshore waters soon after their departure from the rivers and just prior to their return, but the marine life of the Drage remains a mystery: none have been caught in the open sea.

### Notes

The Drage Eel is remarkable in that its life cycle is both sporadic and contrary to that of other freshwater eels (which spawn at sea but spend much of their lives in rivers). The Drage, by contrast, starts life in certain streams of the region during the autumn. After over-wintering, the young eels migrate to the sea. Contact with saltwater stimulates rapid growth, though the life of the marine Drage can only be conjectured upon as their whereabouts while reaching maturity are not known. Some years later, the adult Drage return: by this time they are of most vile appearance, their bodies having entered a state of living decay. The dying Drage are ravenous, eating all before them as they race upstream in dense shoals. Locals tell of unwary farm animals being stripped to the bone if caught in the water. Having attained the upper streams, the Drage spawn and die, rendering the water non-potable for some weeks. The young hatch quickly, gorging on the corpses before digging into the stream bed to bide away the winter in torpor. They migrate out to sea the following spring. This is not an annual occurrence: Drage spawn but once every decade or so.

## Munt Hound (*Canis lupus familiaris*)

### History & nomenclature

The presence of wild dogs in the locality has been noted for as long as the region has been inhabited. It is for the most part accepted that they are a feral remnant of some lost breed of early hunting dog, though folklore insists they are of ancient lineage quite separate from the Grey Wolf from which domestic dogs descend.

The common name of Munt Hound is of obscure origin. Some have offered that it derives from

‘mount’ and refers to a preference for higher ground, but this explanation is tenuous at best.



### Description

The Munt Hound is a very large dog that lives in the wild. A fully grown male can reach a height of about a yard, and a weight of some 140 lbs, though rumours abound of still larger specimens. The Munt has long, muscular legs and is capable of sustaining high speeds over difficult ground. The tail is broad and bushy, the head wolf-like, with large triangular ears and a pointed snout with powerful jaws. The coat is dense and black. When viewed at night, the eyes appear to glow a pallid amber.

### Habitat

The breed would seem to comprise but a single large pack that roams over a very wide range of countryside, the adults breaking into smaller packs to hunt food. Munt have been spotted in both upland and lowland areas. It is believed they sleep communally deep within dense woodland, changing locations every few days. Munt Hounds avoid human habitations.

### Notes

It is indeed unusual for feral dogs to form a coherent population of such longevity. They scavenge, as might be expected: rather more surprising is their propensity to hunt in packs of around ten, in the manner of the African Wild Dog. Such hunting most often occurs during twilight hours. As is so often the case in this region, many myths have grown around these beasts: the locals live in abject fear of them. Munt Hounds commonly hunt farm animals and, it is reputed, the occasional lone human. Despite this, none dare take a weapon to them, for fear that the greater pack will mete out some form of retribution. When the hounds are nearby – which at night is made evident by their wolf-like howling – the local populace bar their doors and windows and will only venture out by day and in some numbers.

With man offering no threat, the beasts have become emboldened, and would appear to offer genuine danger to the single traveller caught on a lonely track or stretch of road. While this threat is real, credence cannot be given to the more outlandish claims concerning these hounds, such as their alleged collusion with witches and demons, or their ability to vanish when startled. Most fanciful of all are legends of a pack leader “as large as a pony and with eyes the size of saucers”. Termed locally as “the Shuck”, this monster is reputed to stalk a selected victim and to be able to strike a man dead through fear alone.

## Nussum Rat (*Rattus palmeri* - *disputed*)

### History & nomenclature

The type was first described by Dr Edward Palmer in his 1811 pamphlet *Natural Curiosities of Ill-Favoured Parts*. In his belief that the rat was a distinct species, Dr Palmer bestowed his name upon it. This classification is not officially accepted. The common name for the rat among locals, it is speculated, is a corruption of 'noisome', referring to the unwholesome aspect of the beast, even among rodents.



### Description

The Nussum Rat is a breed peculiar to the locality. It possesses a number of characteristics that mark it out from more common species. It has a short tail and small ears normally laid flat to the skull. The claws are large and powerful, the jaw elongated and strong. There are some wide variations in appearance, and this has led those few scholars aware of the Nussum Rat to dismiss the breed as a local variety of the Black Rat, displaying the prevalence for abnormality that one would expect from a small and isolated population. The coat is typically dark brown, though there are both grey and black specimens, along with mottled combinations of these three colours. Size varies considerably: Nussum Rats achieve an adult weight of 2 lb, twice that of the typical Brown or Black Rat. Larger examples are by no means scarce, with folklore insisting of some individuals 'the size of a cat', though such accounts may safely be dismissed as exaggeration.

Despite this variation, there is one feature common to all Nussum Rats: namely, a singular intelligence of an almost malignant nature.

### Habitat

The Nussum Rat is found most often in derelict human habitations, being particularly fond of cellars and wall spaces. As with most rats, they may also be found in sewers.

### Notes

While more common species of rat are also found in the region, none will be found in proximity to wherever Nussum Rats make their abode. One might almost suppose that other breeds are in fear of them. In truth, many local inhabitants may be said to share this fear, such are the stories of ill-doing that are credited to this animal. The cunning of the species is a feature of many a tale. There is some evidence in support of this: Nussum Rats scavenge as a pack, and show uncanny co-operative skills. Indeed, they have on occasion been seen to work together to hunt small prey, something unusual for rodents. Rather less credible are the stories of Nussum Rats unlatching windows or chewing hinges away from doors to gain access to stored food, occasionally assisted by other rats staging a distraction.

More far-fetched still are tales of Nussum Rats attacking humans. These stories range from babies being taken to fully grown men disappearing from buildings known to be infested by the beasts. Even allowing for the breed's unusually aggressive nature, such myths are scarce to be believed and indeed are little more than ignorant nonsense.



## Rilk or Deathcaller (*Corvus mortis*)

### History & nomenclature

Early accounts of the region speak of “crows of great size and as black as jet... a source of much superstition among the people of those parts” (*Travels to Unfriendly Climes*, H.P. Sturton, 1784). A dead specimen procured by Dr Edward Palmer in 1810 led to the recognition of the bird as a rare species, the scientific name taken from its alternative common name. While the proper common name for the bird is the Rilk, it is frequently referred to in the region as the “Deathcaller”, this sobriquet deriving from the superstitions surrounding the bird.

### Description

The Rilk is a large member of the Crow family. Its plumage is entirely black, with that of the back and upper wings particularly glossy in appearance. The adult bird is large, often attaining a weight of 3 lb and a length in excess of two feet. The Rilk has large, powerful claws and a sharp, curved beak of the type more associated with raptors such as the harrier.



The Rilk is in the main an omnivorous scavenger, but will also hunt small birds, mammals and even amphibians. While each bird will range over a wide area, they are highly territorial concerning their roost, driving off any creature they see as a threat, including humans. A notable feature of the Rilk is its call: a harsh, plaintive keening sound that can instil great feelings of foreboding and is no doubt the source of its unfortunate reputation.

### Habitat

While human debris attracts the Rilk to fly some way to scavenge among buildings, it always return to its roost, which is invariably a tall tree, far from habitations.

### Notes

Normally a solitary bird, the adult Rilk will defend its roost against the trespass of not only rival Rilk but other creatures too, including humans. During the nesting season the male will share a nest at the female's roost, but once the fledglings have flown will return to his usual territory.

While the violent diving attacks of Rilk are most unsettling to any who stray close to their roost, it is their irregular nocturnal gatherings that are most perturbing to those who live in the region. The bird's one act of a gregarious nature is to occasionally flock to human abodes, roosting overnight on roofs or nearby trees, maintaining their mournful calling throughout the hours of darkness. No satisfactory explanation for this behaviour has yet been made. It is the contention of some that such gatherings invariably coincide with a human death. One version of the legend tells that the birds can foretell a death and flock to capture the departed soul as it seeks to ascend. Others avow that the birds themselves cause the death, their melancholy cries drawing the soul from the body of their victim. While such quaint folklore surely has no basis, it does explain the Rilk's oft-used alternative name of 'Deathcaller'.

## Notes for the Keeper/GM

All of these creatures can be treated purely as animals, motivated by normal animal-like things such as hunger, self-preservation and procreation. However, you may also choose to regard the folklore about them as true, opening up the possibility that these are indeed Mythos creatures (or whatever supernatural creatures your game allows if using these in games other than *Call of Cthulhu*).

The notes below assume the use of *Call of Cthulhu 7<sup>th</sup> Edition* rules. For earlier editions, disregard both the **Build** characteristic and the 'x5' multipliers applied to STR, CON, SIZ, INT, POW and DEX. Also, where characteristics are given as a simple number (eg for the Shuck), just divide by 5 when using earlier editions.

Don't forget, to calculate the total damage done by an attack, be sure to add any Damage Bonus to the attack damage (apart from swarm attacks). Most of these creatures are small, so their Damage 'Bonus' is actually a penalty.

### Cold Worm

In terms of physical characteristics, this is pretty much a standard small snake. Its reactions will be slow if encountered in winter. The physical damage of a bite is minimal, but the venom is strong enough to cause pain and muscle injury for some hours after, and if the victim is bitten by multiple snakes, organ failure and death may follow. Note that each snake will only have enough venom for one venomous attack – it may keep attacking but after a first successful venomous bite will only inflict puncture wounds.

Cold Worm (animal)								
Av. Build	STR	CON	SIZ	INT	POW	DEX	HP	Move
-2	2D6 x 5	2D6 x 5	D6 x 5	N/A	3D6 x 5	5D6 x 5*	1-9	8
Armour: None Av. Damage Bonus: -2 HP SAN: See below					Attack <i>Bite**</i>	Skill 40%	Damage <i>D4 HP plus poison (see below)</i>	
Notes: * DEX is D6 x 5 in cold weather                      ** Only one venomous bite per encounter								

NB: When using *Call of Cthulhu 7e* rules, treat the venom as a mild poison. D10 HP damage will be inflicted, UNLESS a successful Extreme CON roll is made: this will halve the damage. If using earlier versions of the rules, make a resistance roll for the venom at Potency 6 versus the character's CON. If the roll is failed, the character suffers 6 HP damage. For other games, you may allow save versus Poison roll or Treat Poison roll to negate all damage, depending on the rules.

### **Eldritch Options**

Cold Worms may act as the local snake of choice of Yig, Father of Serpents. The swarming behaviour observed could be the snakes being summoned by Yig during one of his manifestations in the region. Seeing a living carpet of venomous snakes is frightening, and the characters must make a SAN roll or lose D4 SAN (no loss if successful). One Cold Worm will be marked out as a Sacred Snake of Yig. It will be very large, with a white crescent marking on its head. It will be very dangerous and is likely to be sent to kill enemies of local cultists. The Sacred Cold Worm has its own stats:



Sacred Cold Worm (Lesser Servitor)								
Build	STR	CON	SIZ	INT	POW	DEX	HP	Move
-1	50	80	40	40	70	100*	12	8
Armour: None					<b>Attack</b>	<b>Skill</b>	<b>Damage</b>	
Damage Bonus: -1 HP					<i>Bite**</i>	40%	<i>D6 HP + plus</i>	
SAN: D6 loss if SAN roll failed							<i>poison</i>	
Notes: * DEX is 20 in cold weather      ** Multiple venomous attacks may be made								

NB: The Sacred Cold Worm has the ability to always attack with surprise. If attacked a character must make a Dodge roll to avoid being bitten. Thereafter, normal combat ensues. Unless the victim has some sort of magic protection in place, a successful bite leads to certain death from the venom, within a few minutes. No medical treatment will be of help.

## Drage Eel

A Drage spawning shoal offers the chance of bringing piranha-like terror to northern rivers. The Drage is a large eel, but in the final spawning stage of its life will be decrepit and fairly easy to kill. An individual bite from a Drage is not life threatening, but if caught in the water by a few of them, you've got problems. Note that European Eels are capable of slithering across a few yards of dry land in order to cross to another stream – this might offer a good way of surprising player characters who think they're safe on dry land!

Drage Eel (animal – possibly Mythos tainted?)								
Av. Build	STR	CON	SIZ	INT	POW	DEX	HP	Move
-2	2D6 x 5	D6 x 5*	D6+2 x 5	N/A	3D6 x 5	3D6 x 5	2-7*	6
Armour:		None			<b>Attack</b>	<b>Skill</b>	<b>Damage</b>	
Av. Damage Bonus:		-2 HP			<i>Bite**</i>	10%	<i>D4 HP</i>	
SAN:		See below						
Notes: * For much of its life in open seas, CON is 2D6 x 5, and HP in the range 2-10								
** Will usually attack in a swarming situation. A swarm will comprise 4D6 Drage. The swarm will act with a collective DEX of 9. The chance of a successful attack is 5% x <i>number of Drage in swarm</i> , with the damage inflicted being D3 HP (no damage bonus to be applied). The chance of hitting a member of the swarm is triple the normal chance.								

## Eldritch Options

They're swarming killer zombie eels, how much more eldritch do you want? The horror element of the Drage comes from their appearance and behaviour. Seeing one or two Drage is not enough to require a SAN roll, but the sight of a shoal of them in shallow water on their way to spawn is scary: a SAN roll must be made, with a loss of D3 SAN if failed. There is room for some Mythos mystery in their backstory: who knows what dread places they have been frequenting during their missing years out at sea?

## Munt Hound

This is a very large dog, on average somewhat heavier than a Grey Wolf. Even a single animal would be hard to deal with, and they will tend to hunt in packs of about ten.

Munt Hound (animal/Lesser Independent Race?)								
Av. Build	STR	CON	SIZ	INT	POW	DEX	HP	Move
0	D6+12 x 5	3D6 x 5	2D6+3 x 5	N/A*	3D6 x 5	2D6+6 x 5	4-16	12
Armour: 1 pt (thick fur) Av. Damage Bonus: +D4 HP SAN: No SAN loss					Attack <i>Bite</i>	Skill 50%	Damage <i>D8 HP</i>	
Notes: * If played as a Mythos creature, INT should be 2D6 x 5 Skills: Dodge – 40%      Jump – 50%      Swim – 60%      Track – 80% Spells: <i>Teleport</i> : if played as a Mythos creature, the Munt Hound may teleport instantly up to 50 yards away. Each Hound may only use this spell once per day.								

### Eldritch Options

There are many options here: Munt Hounds could serve as familiars for spell-casters, for instance. The ability to vanish could be down to a magical capability. They could possess an unnatural intelligence, being able to track down any human who does harm to a Munt Hound and seeking revenge. Finally there is The Shuck... if this exists in your game, it should definitely be a Mythos creature, able to use magical powers to invoke sheer terror in a victim.

The Shuck (Munt Hound pack leader – Lesser Independent Race)								
Av. Build	STR	CON	SIZ	INT	POW	DEX	HP	Move
3	120	90	130	60	75	100	22	10
Armour: 1 pt (thick fur) Damage Bonus: +2D6 HP SAN: D6 loss if SAN roll failed					Attack Bite	Skill 50%	Damage D8 + 2 HP	
Skills: Dodge – 30%      Jump – 50%      Swim – 60%      Track – 90%								
Spells: <i>Teleport</i> : may teleport instantly up to 50 yards away. May only use this spell once per day.  <i>Curse of the Shuck</i> : the Shuck can cast this spell once per day:  <i>Call of Cthulhu 7e</i> rules: the victim must make an Opposed Roll to compare their POW with that of the Shuck. In the event of both sides achieving the same result, the victim succeeds if their POW is at least equal to that of the Shuck. If the Shuck wins, the victim is overtaken by a sudden fear and loses D8 SAN. As well as SAN loss, the victim must roll against their POW: if the roll exceeds their CON the spell causes a heart attack that inflicts D10 HP damage and permanently reduces the character's CON by 10.  <i>Older editions of Call of Cthulhu</i> : Test the Shuck's POW against the target's POW on the Resistance Table: if the Shuck wins, the victim is overtaken by a sudden fear and loses D8 SAN. As well as SAN loss, the victim must roll a D20: if the score is more than their CON the spell causes a heart attack that inflicts D10 HP damage and permanently reduces the character's CON by 2.								

NB: the term "Shuck" is purloined from the legendary East Anglian 'devil dog', *Black* (or *Old*) *Shuck*

## **Nussum Rat**

These can be played as either an unusually aggressive species of rat or as a minor Mythos creature. While large for a rat, individually they are unlikely to attack a human, and would not be a great threat if they did. They are much likelier to attack as a swarm.

Nussum Rat (animal – possibly Mythos tainted?)								
Av. Build	STR	CON	SIZ	INT	POW	DEX	HP	Move
-2	D4 x 5	2D4 x 5	D4 x 5	N/A*	D6 x 5	3D6+6 x 5	1-6	10
Armour: None					<b>Attack</b> <i>Bite**</i>	<b>Skill</b> 10%	<b>Damage</b> <i>D4 HP</i>	
Av. Damage Bonus: -2 HP								
SAN: No SAN loss								
Notes: * If played as a Mythos-tainted creature, INT should be D6+2 x 5								
** Will usually attack in a swarming situation. A swarm will comprise 6D6 rats. The swarm will act with a collective DEX of 16. The chance of a successful attack is <i>5% x number of rats in swarm</i> , with the damage inflicted being D3 HP (with no damage bonus applied). The chance of hitting a member of the swarm is triple the normal chance.								
Skills: Dodge – 75%      Hide – 80%      Climb – 70%      Swim – 50%								

### ***Eldritch Options***

The way to play Nussum Rats as Mythos creatures is to concentrate on their intelligence: they should be unnaturally cunning for an animal, able to form plans and react to the player characters' strategies. For instance, they might create diversions, push doors shut or wait until characters are asleep before attacking.

## Rilk

Rilks are large birds – larger than rooks – but are not physically dangerous. When defending their roost they may inflict a few scratches, or possibly divert a character toward danger (swampy land or a cliff edge, say), but otherwise their main non-Mythos purpose is to project a sense of menace.

Rilk (animal/Lesser Independent Race?)								
Av. Build	STR	CON	SIZ	INT	POW	DEX	HP	Move
-2	5	D6 x 5	10	N/A*	D6 x 5	3D6+6 x 5	1	4/12**
Armour: None					<b>Attack</b>	<b>Skill</b>	<b>Damage</b>	
Damage Bonus: N/A					<i>Claw</i>	20%	<i>None</i> ***	
SAN: No SAN loss					<i>Peck</i>	10%	<i>None</i> ***	
<p>Notes: * If played as a Mythos creature, INT should be D6 x 5</p> <p>** Move is 12 when flying</p> <p>*** Light scratches only, but there may be a chance the attack distracts the victim and leads them to trip or drop something.</p> <p>Skills: Dodge – 60% (while flying)</p> <p>Spells: <i>Deathcall</i>: a spell you might allow to rilks if playing them as Mythos creatures. To cast it, 5D4 rilks must perch at night within 100 yards of the victim and call continually. At the end of an hour the combined flock will cast the spell.</p> <p><i>Call of Cthulhu 7e</i> rules: the victim must make an Opposed Roll to compare their POW with the aggregate POW of the flock, The aggregate flock POW is found by multiplying the number of rilks involved by 5. In the event of both sides achieving the same result, the victim succeeds if their POW is at least equal to the number of rilks. If the rilks succeed, the victim's life force is drawn from their body and they die.</p> <p><i>Older editions of Call of Cthulhu</i>: as above, except the flock tests against the POW of the intended victim on the Resistance Table (eg if there are 13 rilks, the Active Characteristic will have a rating of 13).</p>								

### Eldritch Options

Giving rilks the ability to foretell or cause death allows the addition of a Mythos aspect to the birds. Yes, I got the idea from August Derleth's use of 'whip-poor-wills' in his Mythos stories – you can think of rilks as a version of 'whip-poor-wills' for cooler climates. When casting their Deathcall spell, the birds must call constantly – if they are disturbed the casting is broken, and they must start again. For this reason they will tend to select victims who a rilk has seen to be incapacitated, either through illness or injury, and hence is unlikely to stir and drive them off.





## DRAKAT Games

### Other Darkisle resources from DRAKAT Games...

From the archives of **Darkisle**, the sort-of English and definitely fictitious island that was a byword for all things unnatural and eldritch....

#### **Curious Calibres**

Lucius Carnford was the island's leading expert on firearms during the 1920s, and ***Curious Calibres*** is one of his irregular publications about some of the more interesting guns that were available. It features information on six unusual types of pistol, lovingly reproduced in the original sepia.

Designed as a resource for any RPG set in the mid-20th Century, ***Curious Calibres*** gives full information on using these guns in your game, with specific stats for use with *Call of Cthulhu* rules.

#### **Special Shotguns**

Lucius Carnford produces another publication for the shooting community of Darkisle, this time concentrating on some of the more interesting shotguns available to the discerning gun collector of the 1920s. ***Special Shotguns*** features information on five interesting guns, reproduced in the original sepia.

Designed as a resource for any RPG set in the mid-20th Century, ***Special Shotguns*** gives full information on using these guns in your game, with specific stats for use with *Call of Cthulhu* rules.

#### **On a Wing and a Wave**

***On a Wing and a Wave*** describes a small airline operating a single flying boat to a remote backwater. Full technical details are given for the Supermarine Sea Eagle, a real aircraft of the time, with two suggested liveries and a mono line diagram to use if you want to design your own.

#### **Eldritch Flora**

***Eldritch Flora*** features Reverend Alfred Purefoy's accounts of five unusual, dangerous and downright odd plants. Ideal for unsettling player characters who are a long way from home.

Designed as a resource that will be useful in many RPGs, ***Eldritch Flora*** gives full information on these fictional plants, with specific notes for use with *Call of Cthulhu* rules.

#### **Darkisle Stock Art series**

Each Stock Art set features five atmospheric original colour images with an Impressionistic feel. Available for royalty-free use for any personal or commercial purpose (except for simple redistribution as images). All images are supplied in JPG format, with accompanying descriptive text.

- #1: Snowscapes
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- #3: Beside The Sea
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